

NICHOLAS AZURIN

CONCEPT ARTIST AND ILLUSTRATOR

✉ nickazurinart@gmail.com

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www.nickazurinart.com

WORK EXPERIENCE

PocketFM

JAN 2026 - PRESENT

Freelance Illustrator

- Paint covers for adapted fantasy audiodramas for both the streaming website and various digital marketing uses
- Coordinate with the showrunner to ensure a consistent visual language for the show.
- Titles include:
 - Accidental Champion
 - Forged Through Pain
 - Leveling Up the World

Playgig

MAY 2022 - JUN 2025

Concept Artist

- Designed an original cast of characters, cosmetic items, and props for Mystic Kingdoms, a live-service MOBA (Shipped internationally in 2024)
- Created animation and VFX reference material for playable characters, NPCs, and environments.
- Coordinated daily with an international team of 3D Artists, Animators, and Designers by creating asset and reference packages
- Supervised junior artists' concept designs and keyframe illustrations, providing artistic feedback, critiques, and paintovers
- Tracked daily tasks as well as sprint goals on Jira to monitor both personal and departmental sprint progress.
- Collaborated with the Art Director, Narrative Department, and Marketing Team to develop and maintain the IP's visual language for both in-game assets and external promotional material.
- Researched industry and cultural trends to develop new creative pipelines and culturally sensitive content using new technology and processes.
- Communicated with third-party vendors to develop battle pass cosmetics and to ensure brand consistency with their deliverables.

DoubleVision Productions

OCT 2021 - FEB 2022

Visual Development Artist

- Established the overall artistic direction of the project and created the preliminary pitch deck for the project.
- Created original characters and keyframe illustrations for Scarlet Dawn, a Fantasy Action RPG.

Otis College of Art and Design

JUL 2018 - MAY 2021

Teaching Assistant

- Instructed and critiqued students in multiple college-level design courses
- Organization lesson plans and lectures for both in-person and online class sessions.

SOFTWARE

- Adobe Photoshop
- Procreate
- Google Suite
- Microsoft Suite
- Zoom
- Slack
- Miro
- Jira
- Canva
- Zbrush
- Unreal Engine
- Blender

EDUCATION

Otis College of Art and Design

MAY 2021

BFA | Digital Media

Game and Entertainment Design

Brainstorm School

2021 - 2022

REFERENCES

Ralph D'Amato

Indie Games Startup / COO

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Nolan Nelson

Playgig / Art Director

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